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AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the

application:

32. (currently amended) A computerized server/client gaming arrangement for using a

H.323 network for communicating multimedia gaming data between a gaming server and a

plurality of gaming clients, wherein the H.323 network being is configured to be controlled by a

gatekeeper node, wherein the gaming server beingincludes a multi-user shared real-time gaming

server application operable on a firstserver node computer having a firstserver node H.323

multimedia call client, and wherein the gaming clients being include real-time gaming clients

client applications operable on respective secondclient node computers having respective

secondclient node H.323 multimedia call clients, wherein: and

wherein the firstserver node H.323 multimedia call client includes a firstserver node

gaming related protocol enhancement including a respective firstserver node codec, wherein the

firstserver node codec being is configured to use RTP over UDP packet communication, to

encode gaming server output control information into a first gaming control information data

packet containing a type field, a protocol field, and a data field, and to decode gaming server

input data information from a second gaming data information data packet containing a type

field, a protocol field, and a data field, and

wherein the secondclient node H.323 multimedia call clients each include a secondclient

node gaming related protocol enhancement including a respective secondclient node codec,

wherein the secondclient node codec beingis configured to use RTP over UDP packet

communication, to decode gaming client input control information from the first gaming control

information data packet, and to encode gaming client output data information into the

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~~second~~gaming data information data packet containing a type field, a protocol field, and a data field.

33. (previously presented) The computerized server/client arrangement of claim 32, wherein the type field includes a data message identifier or a control message identifier.

34. (previously presented) The computerized server/client arrangement of claim 32, comprising a means for generating a control information time stamp from time information of a header of a RTP data packet carrying the control information and a data information time stamp from time information of a header of a RTP data packet carrying the data information.

35. (previously presented) The computerized server/client arrangement of claim 32, comprising a means for generating a control information sequence number from sequence number information of a header of a RTP data packet carrying the control information and a data information sequence number from sequence number information of a header of a RTP data packet carrying the data information.

36. (currently amended) The computerized server/client arrangement of claim 32, wherein the ~~first~~server node and ~~second~~client node codecs are provided by a common real-time gaming codec being identified to any of the ~~first and second~~server node and client node H.323 multimedia call clients by an ASN.1 listing according to ITU Recommendation H.245, 02/98.

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37. (previously presented) The computerized server/client arrangement of claim 32, wherein the control information includes information specifying a rate at which data is to be sent to the server.

38. (currently amended) The computerized server/client arrangement of claim 3237, wherein the control information includes information specifying a data type to which the rate at which data is to be sent to the server is applicable.

39. (currently amended) The computerized server/client arrangement of claim 32, wherein the gatekeeper node includes a thirdgatekeeper node gaming related protocol enhancement having at least one of the firstserver node or secondclient node codecs and a gaming server use monitoring arrangement, and wherein the gaming server use monitoring arrangement is configured to cooperate with the thirdgatekeeper node gaming related protocol enhancement to create a gaming server use billing record.

40. (currently amended) The computerized server/client arrangement of claim 32, further comprising at least one firewall and an H.323 proxy associated with any of the gatekeeper node, gaming server, or gaming client, wherein the firewall and H.323 proxy include a third gaming related protocol enhancement including at least one of the firstserver node or secondclient node codecs.

41. (currently amended) The computerized server/client arrangement of claim 32, wherein the H.323 network comprises a call control element configured to send, in response to a

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set-up message from the <u>server node or</u> client <u>node H.323 multimedia call clients</u>, a media

destination address to the gaming server and the gaming client, and wherein the gaming client is

configured to send media directly to the media destination address using the ~~first~~<u>client node</u>

codec at the gaming client and the ~~second~~<u>server node</u> codec at the gaming server.

42. (currently amended) The computerized server/client arrangement of claim 32,

wherein the H.323 network ~~comprises~~<u>provides</u> a call control element ~~being~~ configured to send,

in response to <u>a</u> set-up messages from the client ~~and~~ <u>node H.323 multimedia call client</u> <u>or</u> the

server~~, respectively,~~ <u>node H.323 multimedia call client,</u> a media destination address to a <u>gaming</u>

client call control device associated with the gaming client ~~and~~<u>or</u> to a <u>gaming</u> server call control

device associated with the gaming server, <u>respectively,</u>

wherein the gaming client and the gaming server are configured to ~~send~~<u>communicate</u>

media~~to~~<u>,</u> <u>using</u> respective ones of the <u>gaming</u> client and <u>gaming</u> server call control devices<u>,</u> via

respective ones of the ~~first~~<u>client node</u> and ~~second~~<u>server node</u> codecs, and

wherein the <u>gaming</u> client and <u>gaming</u> server call control devices are configured to

~~communicate~~ <u>terminate the communication of</u> the media ~~to each other.~~<u>in response to a close</u>

<u>message from the client node H.323 multimedia call client or the server node H.323 multimedia</u>

<u>call client.</u>

43. (currently amended) A method for communicating over a H.323 network multimedia

gaming data between a gaming server and a plurality of gaming clients, <u>wherein</u> the H.323

network ~~being~~<u>is</u> controlled by a Gatekeeper~~, where~~ <u>node, wherein</u> the method is implemented

using a multi-user shared real-time gaming server application operable on a ~~first~~<u>server node</u>

computer having a ~~first~~server node H.323 multimedia call client and gaming clients including

real-time gaming client applications operable on respective ~~second~~client node computers having

respective ~~second~~client node H.323 multimedia call clients, the method comprising:

providing the ~~first~~server node H.323 multimedia call client with a ~~first~~server node

gaming related protocol enhancement including a respective ~~first~~server node codec;

the ~~first~~server node codec using RTP over UDP packet communication to encode gaming

server output control information into a ~~first~~server node data packet containing a type field, a

protocol field, and a data field;

the ~~first~~server node codec using RTP over UDP packet communication to decode gaming

server input data information from a ~~second~~ gaming data information data packet containing a

type field, a protocol field, and a data field;

providing the ~~second~~client node H.323 multimedia call clients with a ~~second~~client node

gaming related protocol enhancement including a respective ~~second~~client node codec;

the ~~second~~client node codec using RTP over UDP packet communication to decode

gaming client input control information from the ~~first~~server node data packet; and

the ~~second~~client node codec using RTP over UDP packet communication to encode

gaming client output data information into the ~~second~~gaming data information data packet.

44. (previously presented) The method of claim 43, wherein the type field includes a

data message identifier or a control message identifier.

45. (previously presented) The method of claim 43, further comprising generating a

control information time stamp from time information of a header of a RTP data packet carrying

the control information and a data information time stamp from time information of a header of a RTP data packet carrying the data information.

46. (previously presented) The method of claim 43, further comprising generating a control information sequence number from sequence number information of a header of a RTP data packet carrying the control information and a data information sequence number from sequence number information of a header of a RTP data packet carrying the data information.

47. (currently amended) The method of claim 43, wherein the ~~first~~server node and ~~second~~client node codecs are provided by a common real-time gaming codec being identified to any of the ~~first~~server node and ~~second~~client node H.323 multimedia call clients by an ASN.1 listing according to ITU Recommendation H.245, 02/98.

48. (previously presented) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a rate at which data is to be sent to the server.

49. (previously presented) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a data type to which the rate at which data is to be sent to the server is applicable.

50. (currently amended) The computerized server/client arrangement of claim 43, wherein the gatekeeper node includes a ~~third~~gatekeeper node gaming related protocol

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enhancement having at least one of the ~~first or second~~server node or client node codecs and a

gaming server use monitoring arrangement, the method further comprising the gaming server use

monitoring arrangement cooperating with the ~~third~~gatekeeper node gaming related protocol

enhancement to create a gaming server use billing record.

51. (currently amended) The computerized server/client arrangement of claim 43,

wherein the H.323 network includes a call control element that sends, in response to a set-up

message from the client node H.323 multimedia call client, a media destination address to the

gaming server and the gaming client, and wherein the gaming client ~~sends~~is configured to send

media directly to the media destination address using the ~~first~~client node codec at the gaming

client and the ~~second~~server node codec at the gaming server.

52. (currently amended) The computerized server/client arrangement of claim 43,

wherein the H.323 network includes a call control element that sends, in response to set-up

messages from the client ~~and~~node H.323 multimedia call client or the server~~, respectively,~~ node

H.323 multimedia call client, , a media destination address to a gaming client call control device

associated with the gaming client ~~and~~or to ~~a~~a gaming server call control device associated with

the gaming server~~;~~, respectively,

wherein the gaming client and the gaming server ~~send~~ communicate media ~~to,~~ using

respective ones of the gaming client ~~and~~and gaming server call control devices, via respective

ones of the ~~first and second~~client node and server node codecs; and

wherein the <u>gaming</u> client ~~and~~<u>and gaming</u> server call control devices ~~communicate~~

<u>terminate the communication of</u> the media <u>in response</u> to ~~each other.~~<u>a close message from the</u>

<u>client node H.323 multimedia call client or the server node H.323 multimedia call client.</u>

53. (new) A gaming client node for a computerized server/client gaming arrangement for

using a H.323 network to communicate multimedia gaming data between a gaming server and a

plurality of gaming clients, wherein the H.323 network is configured to be controlled by a

gatekeeper node, wherein the gaming server is a multi-user shared real-time gaming server

application operable on a server node having a server node H.323 multimedia call client, wherein

the gaming client node comprises:

a gaming client means being a real-time gaming client application, and

a client node H.323 multimedia call client having a client node gaming related protocol

enhancement including a client node codec, wherein the client node codec is configured:

a) to use RTP over UDP packet communication in communicating with the server node,

b) to decode gaming client input control information from a gaming control information

data packet generated in the server node by a server node codec of a server node gaming related

protocol enhancement of the server node H.323 multimedia call client, wherein the server node

codec is configured to use RTP over UDP packet communication and to encode gaming server

output control information for use as gaming client input control information into the gaming

control information data packet containing a type field, a protocol field, and a data field, and

c) to encode gaming client output data information into a gaming data information data

packet decodable by the server node codec of the server node gaming related protocol

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enhancement of the server node H.323 multimedia call client, wherein the gaming data

information data packet contains a type field, a protocol field, and a data field.

54. (new) The gaming client node of claim 53, wherein the type field includes a gaming

data message identifier or a gaming control message identifier.

55. (new) The gaming client node of claim 53, further comprising a means for generating

a control information time stamp from time information of a header of a RTP data packet

carrying the gaming control information or a means for generating a data information time stamp

from time information of a header of a RTP data packet carrying the gaming data information.

56. (new) The gaming client node of claim 53, further comprising a means for generating

a control information sequence number from sequence number information of a header of a RTP

data packet carrying the control information or a data information sequence number from

sequence number information of a header of a RTP data packet carrying the data information.

57. (new) The gaming client node of claim 53, wherein the client node and server node

codecs are provided by a common real-time gaming codec being identified to any of the server

node and client node H.323 multimedia call clients by an ASN.1 listing according to ITU

Recommendation H.245.

58. (new) The gaming client node of claim 53, wherein the control information includes

information specifying a rate at which data is to be sent to the server.

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59. (new) The gaming client node of claim 58, wherein the gaming control information includes information specifying a data type to which the rate at which data is to be sent to the server node is applicable.

60. (new) The gaming client node of claim 53, wherein the gatekeeper node is a gatekeeper node comprising a gatekeeper node gaming related H.323 protocol enhancement according to at least one of the client node and server node codecs, and a gaming server use monitoring arrangement, wherein the gaming server use monitoring arrangement is configured to cooperate with the gatekeeper node gaming related H.323 protocol enhancement to create a gaming server use billing record.

61. (new) The gaming client node of claim 53, further comprising at least one firewall and a H.323 proxy associated with any one of the gatekeeper node, the gaming server node or the gaming client node, wherein the firewall and H.323 proxy includes a client node gaming related H.323 protocol enhancement including a at least one of the client node and server node codecs.

62. (new) The gaming client node of claim 53, wherein the H.323 network comprises a call control element configured to send, in response to a set-up message from the client node, a media destination address to the gaming server node and the gaming client node, and wherein the gaming client node is configured to send media directly to the media destination address using the client node codec at the gaming client node and the server node codec at the gaming server node.

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63. (new) The gaming client node of claim 53, wherein the H.323 network comprises a call control element configured to send, in response to set-up messages from the client node and the server node, respectively, a media destination address to a client call control device associated with the gaming client node and to a server call control device associated with the gaming server node, wherein the gaming client and the gaming server nodes are configured to send media to respective ones of the client and server call control devices via respective ones of the client node and server node codecs, and wherein the client and server call control devices are configured to communicate the media to each other.

64. (new) A gaming server node for a computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients, wherein the H.323 network is controlled by a gatekeeper node, wherein the gaming clients are real-time gaming client applications operable on respective gaming client nodes having respective client node codecs of gaming related protocol enhancements of respective client node H.323 multimedia call clients, wherein the gaming server node comprises:

a gaming server means being a multi-user shared real-time gaming server application, and

a server node H.323 multimedia server client having a server node gaming related protocol enhancement including a server node codec, wherein the server node codec is configured:

a) to use RTP over UDP packet communication in communicating with the client node,

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b) to encode gaming server output control information into a gaming control information

data packet for use as gaming client input control information, wherein the gaming control

information data packet contains a type field, a protocol field, and a data field, and is decodable

by the client node codec of the gaming related protocol enhancement of the client node H.323

multimedia call client, and

c) to decode gaming client output data information from a gaming data information data

packet generated by the client node codec of the gaming related protocol enhancement of the

client node H.323 multimedia call client, wherein the gaming data information data packet

includes a type field, a protocol field, and a data field.

65. (new) The gaming server node of claim 64, wherein the type field includes a gaming

data message identifier or a gaming control message identifier.

66. (new) The gaming server node of claim 64, further comprising a means for

generating a control information time stamp from time information of a header of a RTP data

packet carrying the gaming control information, or a means for generating a data information

time stamp from time information of a header of a RTP data packet carrying the gaming data

information.

67. (new) The gaming server node of claim 64, further comprising a means for

generating a control information sequence number from sequence number information of a

header of a RTP data packet carrying the control information, or a means for generating a data

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information sequence number from sequence number information of a header of a RTP data packet carrying the data information.

68. (new) The gaming server node of claim 64 , wherein the client node and server node codecs are provided by a common real-time gaming codec being identified to any of the server node and client node H.323 multimedia call clients by an ASN.1 listing according to ITU Recommendation H.245.

69. (new) The gaming server node of claim 64, wherein the gaming control information includes information specifying a rate at which data is to be sent to the server.

70. (new) The server node of claim 69, wherein the gaming control information includes information specifying a data type to which the rate at which data is to be sent to the server node is applicable.

71. (new) The gaming server node of claim 64, wherein the gatekeeper node is a gatekeeper node comprising a gatekeeper node gaming related H.323 protocol enhancement according to at least one of the client node and server node codecs, and a gaming server use monitoring arrangement configured to cooperate with the gatekeeper node gaming related H.323 protocol enhancement to create a gaming server use billing record.

72. (new) The gaming server node of claim 64, further comprising at least one firewall and H.323 proxy associated with any one of the gatekeeper node, the gaming server node or the

gaming client node, wherein the firewall and H.323 proxy includes a firewall and H.323 proxy gaming related H.323 protocol enhancement including a at least one of the client node and server node codecs.

73. (new) The gaming server node of claim 64, wherein the H.323 network comprises a call control element configured to send, in response to a set-up message from the server node, a media destination address to the gaming server node and the gaming client node, and wherein the gaming server node is configured to send media directly to the media destination address using the server node codec at the gaming server node and the client node codec at the gaming client node.

74. (new) The gaming server node of claim 64, wherein the H.323 network comprises a call control element configured to send, in response to set-up messages from the client node and the server node, respectively, a media destination address to a client call control device associated with the gaming client node and to a server call control device associated with the gaming server node, wherein the gaming client and the gaming server nodes are configured to send media to respective ones of the client and server call control devices via respective ones of the client node and server node codecs, and wherein the client and server call control devices are configured to communicate the media to each other.

75. (new) A gatekeeper node for a computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients, wherein the H.323 network is arranged to be controlled by a

gatekeeper node, wherein the gaming clients are real-time gaming client applications operable on respective gaming client nodes having respective client node codecs of gaming related protocol enhancements of respective client node H.323 multimedia call clients, wherein the gatekeeper node comprises:

a gatekeeper node gaming related H.323 protocol enhancement according to at least one of a client node codec of a gaming related protocol enhancement of a client node H.323 multimedia call client and a server node codec of a gaming related protocol enhancement of a server node H.323 multimedia call client, and a gaming server use monitoring arrangement configured to cooperate with the gatekeeper node gaming related H.323 protocol enhancement to create a gaming server use billing record,

wherein the client node codec is configured:

a) to use RTP over UDP packet communication in communicating with the server node,

b) to decode gaming client input control information from a gaming control information data packet generated in the server node by a server node codec of a server node gaming related protocol enhancement of the server node H.323 multimedia call client, wherein the server node codec is configured to use RTP over UDP packet communication and to encode gaming server output control information for use as gaming client input control information into the gaming control information data packet containing a type field, a protocol field, and a data field, and

c) to encode gaming client output data information into a gaming data information data packet decodable by the server node gaming related protocol enhancement of the server node H.323 multimedia call client, and

wherein the server node codec is configured:

d) to use RTP over UDP packet communication in communicating with the client node,

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e) to encode gaming server output control information into a gaming control information data packet for use as gaming client input control information, wherein the gaming control information data packet contains a type field, a protocol field, and a data field, and being decodable by the client node codecs of the gaming related protocol enhancement of the client node H.323 multimedia call clients, and

f) to decode gaming client output data information from a gaming data information data packet generated by the client node codecs of the gaming related protocol enhancement of the client node H.323 multimedia call clients.

76. (new) The gatekeeper node of claim 75, further comprising at least one firewall and H.323 proxy, and wherein the H.323 proxy includes a firewall and H.323 proxy gaming related H.323 protocol enhancement including a at least one of the client node and server node codecs.

77. (new) The gatekeeper node of claim 75, wherein the type field includes a gaming data message identifier or a gaming control message identifier.

78. (new) The gatekeeper node of claim 75, further comprising a means for generating a control information time stamp from time information of a header of a RTP data packet carrying the gaming control information, or a means for generating a data information time stamp from time information of a header of a RTP data packet carrying the gaming data information.

79. (new) The gatekeeper node of claim 75, further comprising a means for generating a control information sequence number from sequence number information of a header of a RTP

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data packet carrying the control information, or a means for generating a data information

sequence number from sequence number information of a header of a RTP data packet carrying

the data information.

80. (new) The gatekeeper node of claim 75, wherein the client node and server node

codecs are provided by a common real-time gaming codec being identified to any of the server

node and client node H.323 multimedia call clients by an ASN.1 listing according to ITU

Recommendation H.245.

81. (new) The gatekeeper node of claim 75, wherein the control information includes

information specifying a rate at which data is to be sent to the server.

82. (new) The gatekeeper node of claim 81, wherein the gaming control information

includes information specifying a data type to which the rate at which data is to be sent to the

server node is applicable.

83. (new) A firewall node for a computerized server/client gaming arrangement for using

a H.323 network to communicate multimedia gaming data between a gaming server and a

plurality of gaming clients, wherein the H.323 network is configured to be controlled by a

gatekeeper node, wherein the gaming clients are real-time gaming client applications operable on

respective gaming client nodes having respective client node codecs of gaming related protocol

enhancements of respective client node H.323 multimedia call clients, wherein the firewall node

comprises:

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a client node gaming related H.323 protocol enhancement according to at least one of a client node codec of a gaming related protocol enhancement of a client node H.323 multimedia call client and a server node codec of a gaming related protocol enhancement of a server node H.323 multimedia call client, and a gaming server use monitoring arrangement configured to cooperate with the gatekeeper node gaming related H.323 protocol enhancement to create a gaming server use billing record,

wherein the client node codec is configured:

a) to use RTP over UDP packet communication in communicating with the server node,

b) to decode gaming client input control information from a gaming control information data packet generated in the server node by a server node codec of a server node gaming related protocol enhancement of the server node H.323 multimedia call client, and

c) to encode gaming client output data information into a gaming data information data packet decodable by the server node codec of the server node gaming related protocol enhancement of the server node H.323 multimedia call client, wherein the gaming data information data packet contains a type field, a protocol field, and a data field, and

wherein the server node codec is configured:

d) to use RTP over UDP packet communication in communicating with the client node,

e) to encode gaming server output control information into the gaming control information data packet for use as the gaming client input control information, wherein the gaming control information data packet contains a type field, a protocol field, and a data field, and is decodable by the client node codecs of the gaming related protocol enhancement of the client node H.323 multimedia call clients, and

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f) to decode the gaming client output data information from the gaming data information

data packet generated by the client node codec of the gaming related protocol enhancement of

the client node H.323 multimedia call client.

84. (new) The firewall node of claim 83, further comprising a H.323 proxy having a the

gaming related H.323 protocol enhancement including at least one of the client node and server

node codecs.

85. (new) The firewall node of claim 83, wherein the type field includes a gaming data

message identifier or a gaming control message identifier.

86. (new) The firewall node of claim 83, wherein the client node and server node codecs

are provided by a common real-time gaming codec being identified to any of the server node and

client node H.323 multimedia call clients by an ASN.1 listing according to ITU

Recommendation H.245.

87. (new) The gatekeeper node of claim 83, wherein the control information includes

information specifying a rate at which data is to be sent to the server.

88. (new) The firewall node of claim 87, wherein the gaming control information

includes information specifying a data type to which the rate at which data is to be sent to the

server node is applicable.

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